

ABSTRACT

Each of a plurality of stations, at which a player plays a game, is provided with an identifier unique to each of the stations, and a receiver which receives personal information from the player. A first storage stores the personal information while associating with the identifier, with respect to each of the stations. A second storage stores a first play record of the player while associating with the personal information, with respect to each of the stations. A judge which judges whether there exists a second play record which satisfies a first prize requirement among the first play records stored in the second storage. A first specifier specifies a player who satisfies the first prize requirement in a case where there exists the second play record, with reference to the personal information associated with the second play record. A second specifier specifies a station at which the player specified by the first specifier plays, with reference to the identifier associated with the personal information referred by the first specifier. A condition arranger changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and maintains the changed condition until a cancel condition is satisfied.